

MONASTIC TRADITION: WAY OF THE THROWN STONE

Relbed had just about enough of walking through these hills and just waiting to stumble on the giants. He and his group were given a heavy sack of gold and told that there would be a few more if they could deal with the giants raiding the trade roads. Most of the gold had already been spent and Relbed was down to just two partners, the others leaving for better opportunities. Now left with an Ex-Soldier and a hermit they had spent the last few weeks searching the hills for the giants. The Soldier, Kynthia, thought that they were on the right path. Of course she had said that several times before but Relbed was desperate for anything. Not one to complain Zebe, the hermit, was always quick to jump on any opportunity. Of course none of them knew that this day it would pay off. At least, they didn't know until the first boulder came out of the sky and landed next to Relbed.

They all dived for cover as they heard the roars and stomping feet of the giants coming over the hills. Kynthia was quick to take advantage of the cover and distance as she pulled her bow up and began losing arrow after arrow into the huge fat bloated bodies. They felt the arrows hit tender areas but kept coming, right into the hail of small stones thrown at deadly speeds by Zebe. It wasn't hard to hear the crack of broken giant skull as one of Zebe's stones hit it in the temple and watched the giant fall. Without hesitation Relbed stepped out of cover and with a bashing of pommel against shield drew the attention of the remaining giants. They came for him while his companions moved around to get a good angle at their backs. After a few moments of taking a few hits and dealing back a few of his own he watched another giant fall with an arrow in the back of its skull.

Grinning with the thrill of fighting for his life he stabbed one of the giants in the gut and with a twist of his blade pulled out several organs that the giant needed to live. The last giant saw the battle going against him and made a quick turn to flee. Ignoring the pelting of arrows and stone he ran some distance away before picking up a huge boulder and threw it at Relbed. Watching this stone that was easily twice as large as him Relbed could only hold up his shield and hoped that it would be enough. As the shadow of the boulder encompassed him he heard the impact but didn't feel the crushing sensation with it. Looking beyond his shield Relbed saw Zebe holding the boulder on his shoulder and giving the giant a hard glare.



The giant met the glare and without so much as a sound turned to run. Not giving him the chance to run far Zebe ran forward, with the boulder still on his shoulder, and with a grunt of effort threw the boulder. In disbelief both Kynthia and Relbed watched the boulder fly and slam into the back of the giant. They heard it grunt and after a few moments noticed that it was not getting back up. They both turned to their short gnome companion and watched him brush off dirt as if he had simply finished in the fields. Kynthia chuckled and went to collect her arrows. Relbed watched Zebe join her and began to wonder what they should do after they collect their reward. What was next for his companions, maybe now friends.

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To look upon a halfling with nothing but a small skipping stone in their hand would be a joke to most monsters. To those who have fought a warrior of this tradition the image of a small stone is the image of fear. To a monk of the Thrown Stone the world is full of weapons, both big and small. They are able to empower these objects with their Ki and intent, giving the object the ability to fly like an arrow from a bow. Many may think that it is a silly discipline. Tell them see if they are still smiling after breaking their bones with 'simple skipping stones.'

WEAPONS ALL AROUND

Starting at 3rd level all Improvised Weapons count as Monk weapons and gain the Finesse property if they fit in the palm of your hand and weigh less than 5 pounds. After you make an Attack action with a thrown weapon you may use your bonus action to make another thrown weapon attack. Thrown weapons can be drawn as part of the Attack action.

THE LONG THROW

Starting at 6th level any Monk weapon that has the Thrown property has their range increased to 30/120. This increases to 60/180 at 11th level. Also, the thrown Monk weapons count as magical for the purposes of overcoming non-magical damage resistance. At the cost of 1 Ki Point you can throw objects that are large, up to twice your size, as if they were monk weapons with the Finesse property. These weapons use double your martial arts die as damage.

GUIDED THROWS

Starting at 11th level when you make an attack with a Thrown weapon you may spend a Ki point to ignore cover and line of sight for the attack. You must know the target is there before you can make this attack.

ALWAYS ARMED

Starting at 17th level as an Action you may spend 2 Ki points to cast Conjure Volley with its spell DC being your Ki save DC.